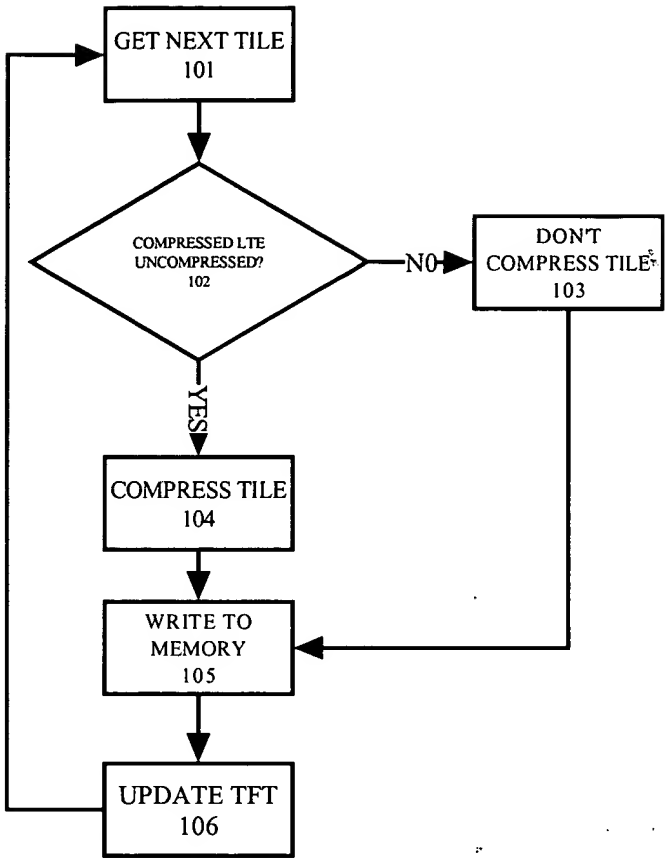

GET NEXT TILE
101
COMPRESSED LTE UNCOMPRESSED?
102
NO
DON'T COMPRESS TILE
103
YES
COMPRESS TILE
104
WRITE TO MEMORY
105
UPDATE TFT
106

FIGURE 1

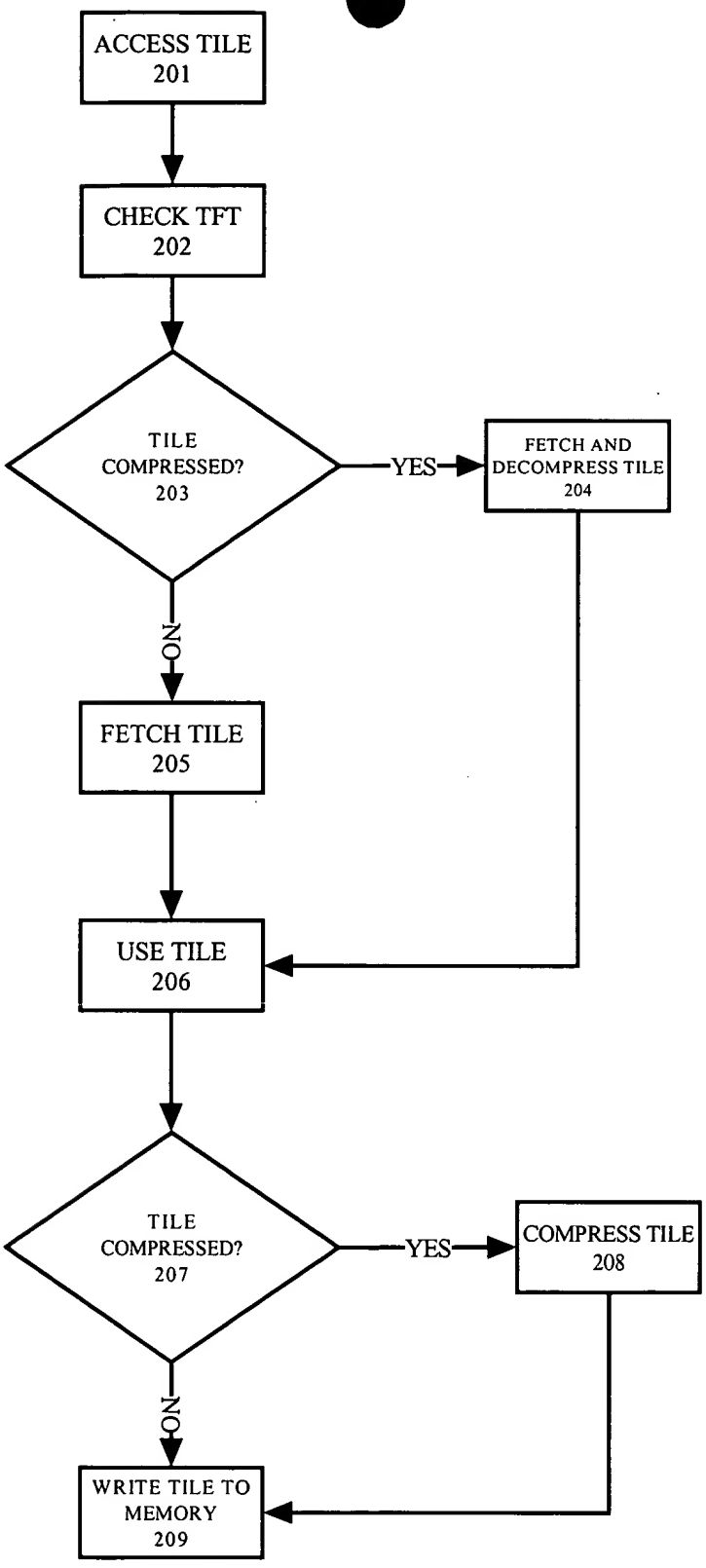

ACCESS TILE
201
CHECK TFT
202
TILE
COMPRESSED?
203
YES
FETCH AND
DECOMPRESS TILE
204
NO
FETCH TILE
205
USE TILE
206
TILE
COMPRESSED?
207
YES
COMPRESS TILE
208
NO
WRITE TILE TO
MEMORY
209

FIGURE 2

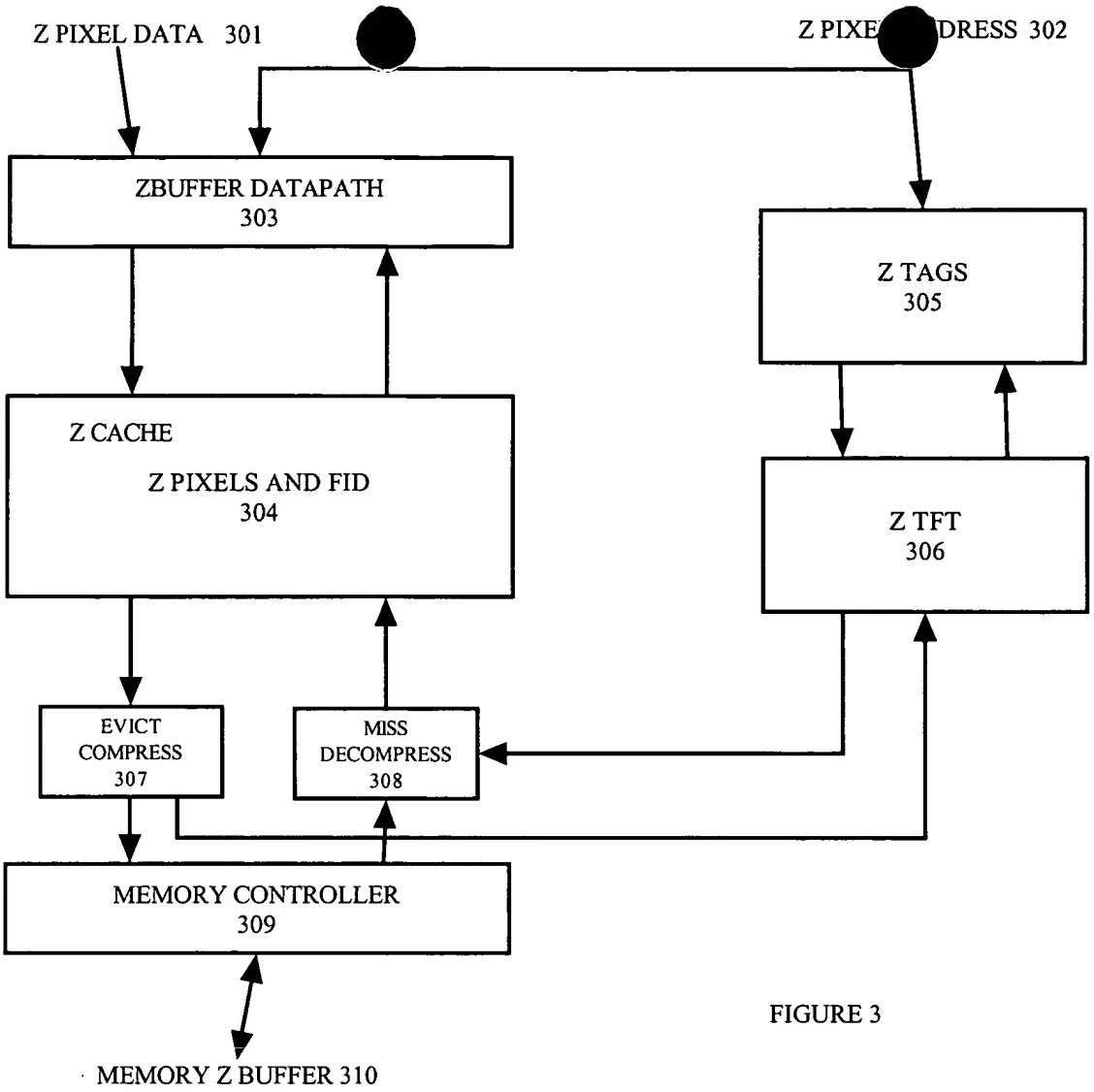

Z PIXEL DATA 301
Z PIXEL ADDRESS 302
ZBUFFER DATAPATH
303
Z TAGS
305
Z CACHE
Z PIXELS AND FID
304
Z TFT
306
EVICT
COMPRESS
307
MISS
DECOMPRESS
308
MEMORY CONTROLLER
309
MEMORY Z BUFFER 310

FIGURE 3

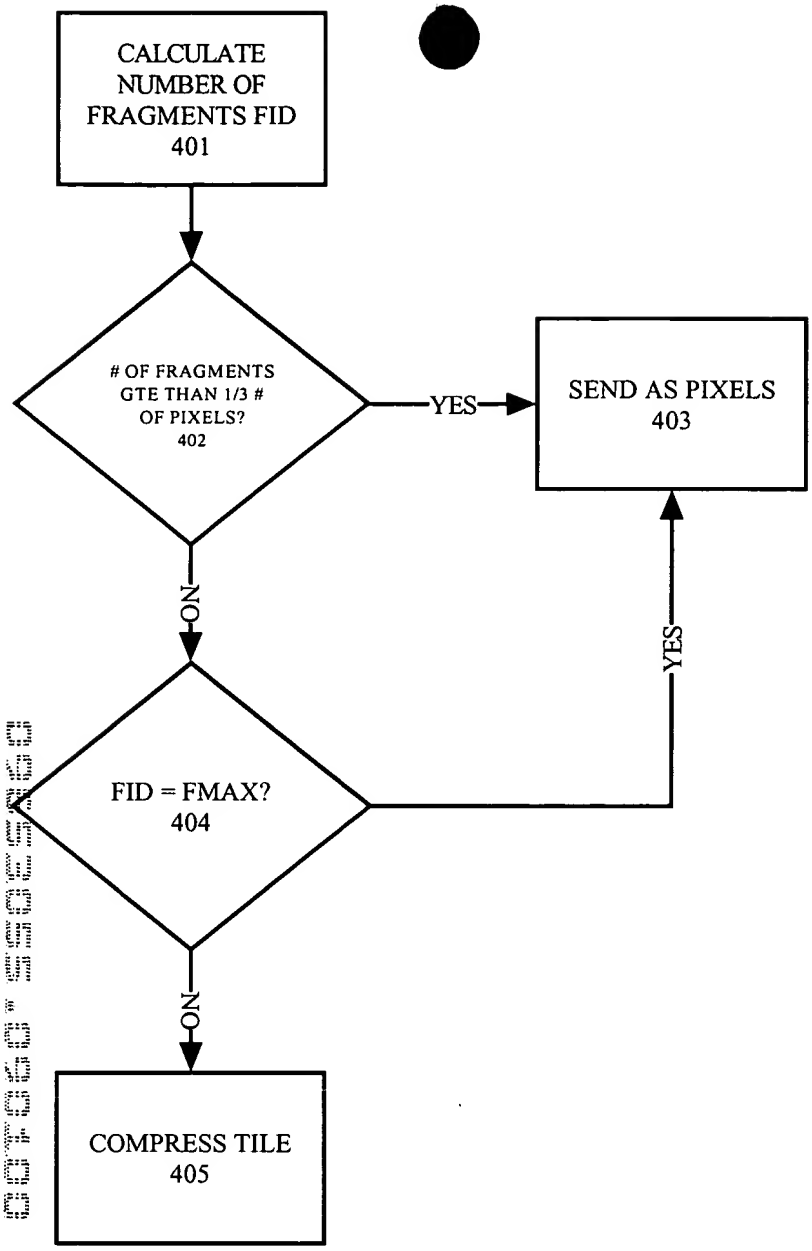
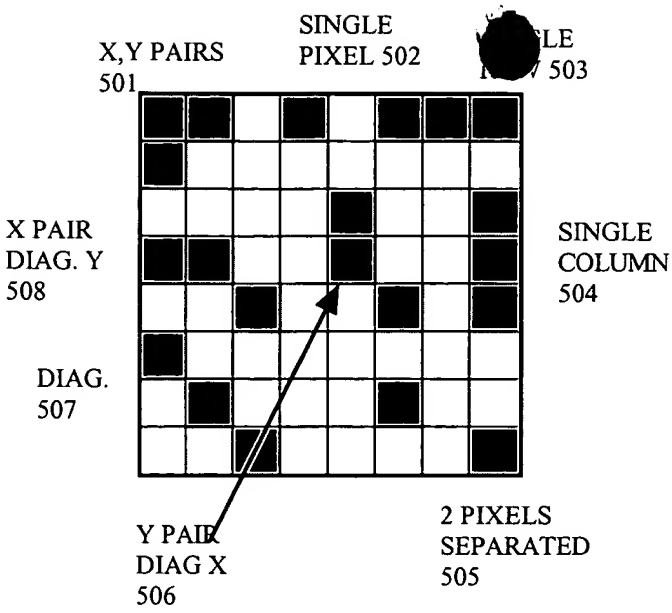

CALCULATE NUMBER OF FRAGMENTS FID 401
OF FRAGMENTS GTE THAN 1/3 # OF PIXELS? 402
YES
SEND AS PIXELS 403
NO
YES
FID = FMAX? 404
NO
COMPRESS TILE 405

FIGURE 4



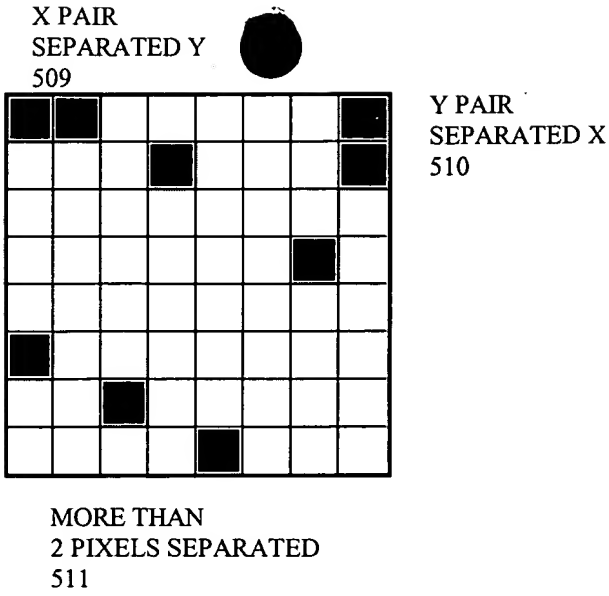


FIGURE 5

09/09/2005 - 09:53:56